

OPORD NAME:

BLACKHORSE SLITHER

TASK ORGANIZATION 1 MRB

Outlaw 71, 72

Angel CO

Ironhorse 3, 6

Recon 64, Dirt 64

SITUATION**Environment**

Terrain	Effects
Obstacles	Grohl River cuts sector N-S and limits cross-corridor mobility. Ford sites exist, but may be mined.
Ave of Approach	Several roads lead into Grohlstadt, but once in the city, none are capable of supporting high-speed traffic
Key Terrain	Rough ground West of Grohlstadt controls multiple roads through the area
Obser/Fields Fire	Fields of fire are excellent to the north through farmland
Cover/Conceal	No effects
Weather	
Battlefield effects: Thermal Sights	Tanks do not have LOS blocked by forest hexes; ZOC blocked by forest
Smoke/Dust	No special effects

Enemy

Enemy Most Likely COA ^(circle one)	Location:
Attack Meeting Battle	Hasty defense Deliberate defense
Enemy likely to attack to seize Grohlstadt and push forward toward the East	

Friendly

Adjacent Units: Who?	Location	Mission
2 MRB	North	Reinforce DIV main body

MISSION

Task: Seize bridges across Grohl River

Purpose: Ensure free movement toward the west for follow-on attacks

Time: 14 turns

End-State: No enemy forces on OBJs SCALE, FANG, or VENOM

**Operational Narrative**

Following air insertion of TF ANGEL, 1 MRB attacks to seize OBJs to ensure control of key bridges/ford sites for follow-on movement

Main effort attacks to seize OBJs FANG and VENOM, supporting effort attacks to seize OBJ SCALE

EXECUTION

Scheme of Maneuver

Main effort LDs from south to attack toward OBJ FANG and VENOM
 Supporting effort LDs from north to attack to seize OBJ SCALE
 Scouts ID enemy attacks formations to allow posturing of forces to consolidate and hold OBJs

Initial Deployment & Setup

Main Effort	Supporting Effort	HQ Troops
2 MRCs + 1 OUTLAW PLT behind PL TONGUE	1 MRC + 1 OUTLAW PLT behind PL RATTLE	Recon/Dirt 64 w/in 3 hexes of LEHRSDORF, IRONHORSE 6 w/ main effort; IRONHORSE 3 w/ spt effort
ANGEL within 1 hex of Grohlsbach		

Specific Instructions (by unit)

Main Effort	Supporting Effort	F/S (ARTY/MTRS)
Attack to seize OBJs FANG and VENOM	Attack to seize OBJ SCALE	Mortars fire in support of main effort

Recon	Other	
ID enemy armor formations	OUTLAW focuses long-range fires on enemy armored formations	

Fires Mortars must trace LOS to 1 MRB unit; may not fire for OUTLAW/RECON units

Coordinating Instructions

Commanders' Critical Intel Requirements (PIR, FEIR)	OPSEC: We Can't Let Them Get (EEFI)	
Enemy Info We Need (PIR)	Info About Us We Need (FEIR)	Location of CMD GP; location of mortars
Location of tank platoons	status of ANGEL	

SERVICE SUPPORT

No special effects

COMMAND & SIGNAL

Command

Locations of CDR Main effort S3 Supporting effort

Signal

Radios & Retrans No special effects

VICTORY CONDITIONS FOR THIS MISSION

Accomplished	Turn 5	Turn 10	End of Mission
Each PLT on OBJ FANG or VENOM	4	3	2
Each PLT on OBJ SCALE	2	1	1
Each enemy PLT killed	3	2	1
Enemy intel gathered (LOS to PIR)	5	3	1
Enemy Commander Killed	3	2	1
Not Accomplished (subtract)			
Enemy PLT on OBJ FANG or VENOM	0	-1	-3
Enemy PLT on OBJ SCALE	0	0	-1
Each friendly commander killed	-5	-3	-1
Each OUTLAW PLT killed	-2	-1	0
Each friendly (other) PLT killed	-2	-2	-1
Enemy gains OPSEC intel on your unit (LOS)	-3	-2	-1

- Each victory condition is only counted ONCE. For example, if PIR is gathered on turn 5, it is worth 5 points at the end. If it is not gathered until turn 9, it's only worth 3. Always use the highest possible value for the condition.
- Enemy/friendly intelligence requirements must be met by visual confirmation by scouts/recon/recce units (if LOS is to another unit - a tank platoon, for instance - it doesn't count!)